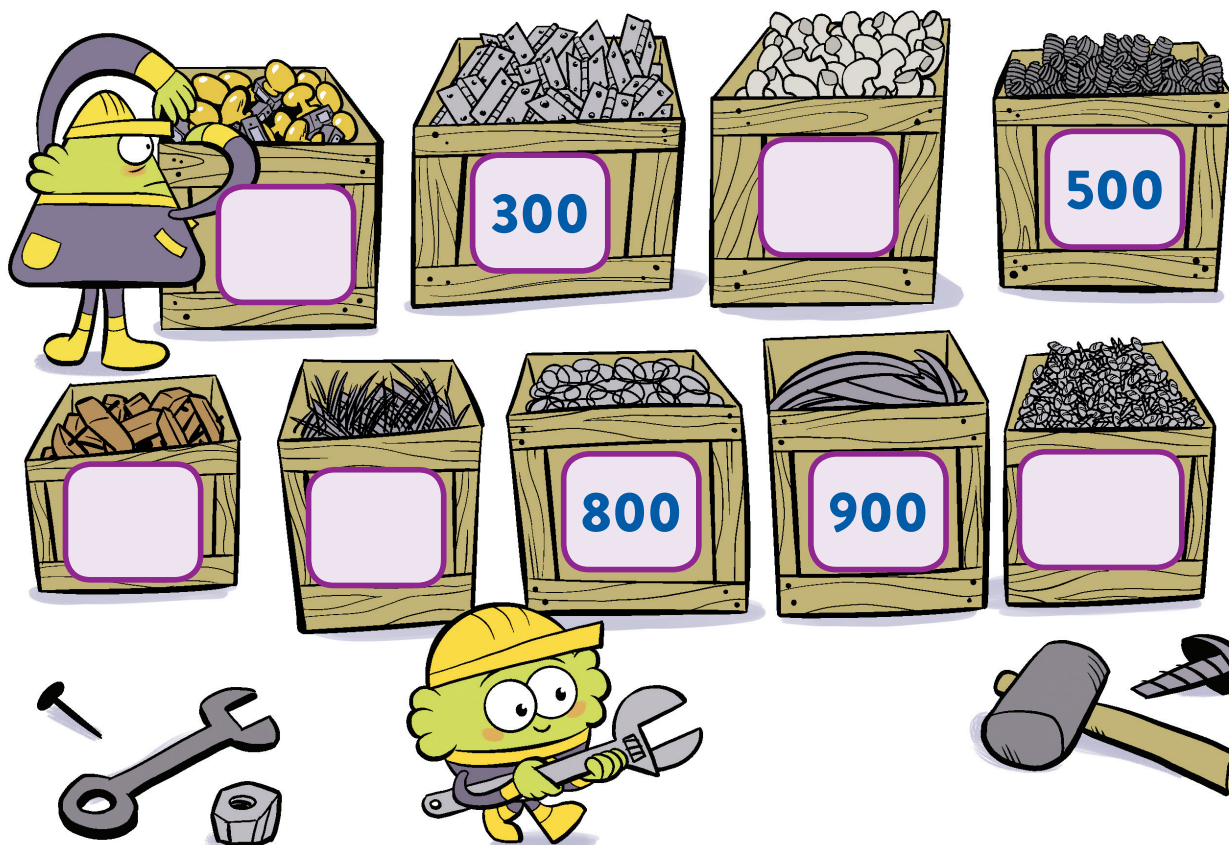


Place Value

Count by tens and write the missing labels on the bags.



Count by hundreds and write the missing labels on the crates.



Write the correct digit in each place on the shelf.

1

Place Value

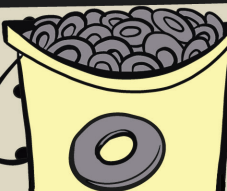


356 NAILS

hundreds

tens

ones

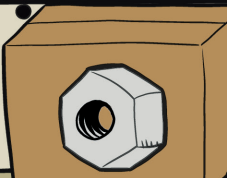


687 WASHERS

hundreds

tens

ones



299 NUTS

hundreds

tens

ones

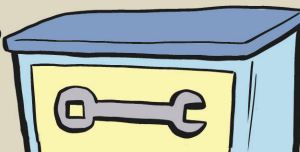


100 SCREWS

hundreds

tens

ones



10 WRENCHES

hundreds

tens

ones



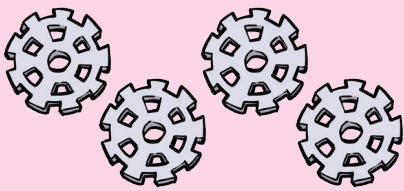
1 HAMMER

hundreds

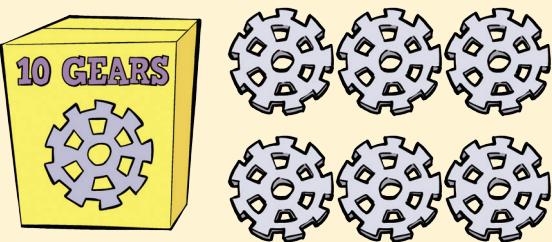
tens

ones

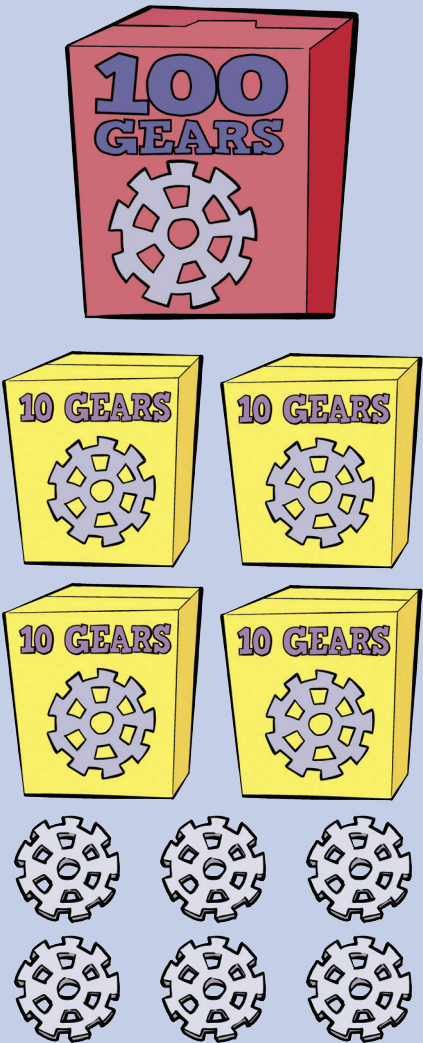
Write the total amount of gears.



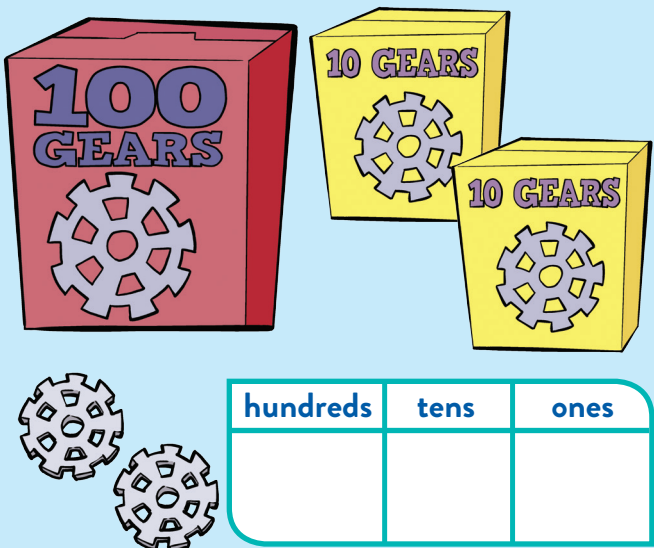
hundreds	tens	ones



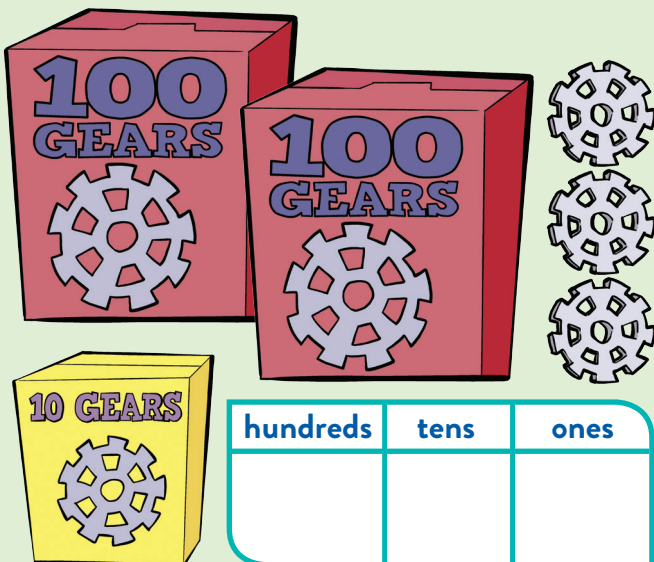
hundreds	tens	ones



hundreds	tens	ones



hundreds	tens	ones



hundreds	tens	ones

Read the place values aloud. Then write the number.

3 IN THE TENS PLACE

5 IN THE ONES PLACE

4 IN THE HUNDREDS PLACE

7 IN THE TENS PLACE

8 IN THE HUNDREDS PLACE

0 IN THE ONES PLACE

4 IN THE ONES PLACE

0 IN THE TENS PLACE

1 IN THE HUNDREDS PLACE

1 IN THE TENS PLACE

6 IN THE HUNDREDS PLACE

5 IN THE ONES PLACE

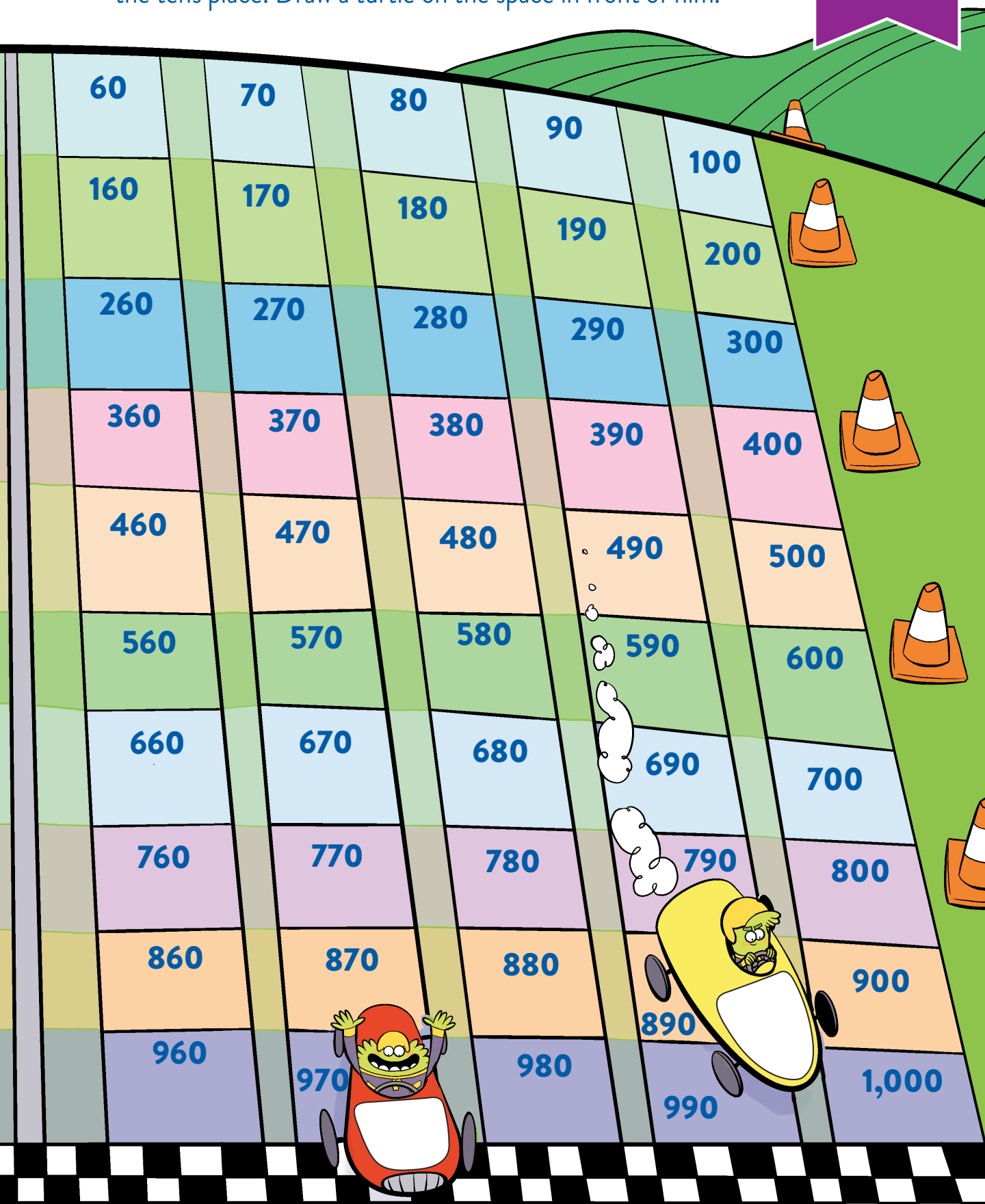
Write an A on Amelia's car. She's on a space with a 7 in the tens place.

Draw flames on Brian's car. He is on a space with an 8 in the hundreds place.



Draw an oil spill in the space behind Callie's car. She is on a space with a 2 in the tens place.

Dimitri swerved to miss a turtle! He's on a space with a 4 in the tens place. Draw a turtle on the space in front of him.

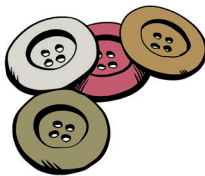


LET'S START!

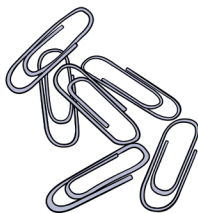
GATHER THESE TOOLS AND MATERIALS.



4 bottle caps



4 buttons



15 paper clips



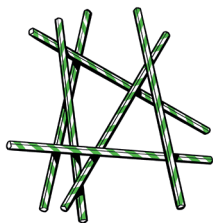
4 coins



Glue



10 craft sticks



15 straws



20 toothpicks



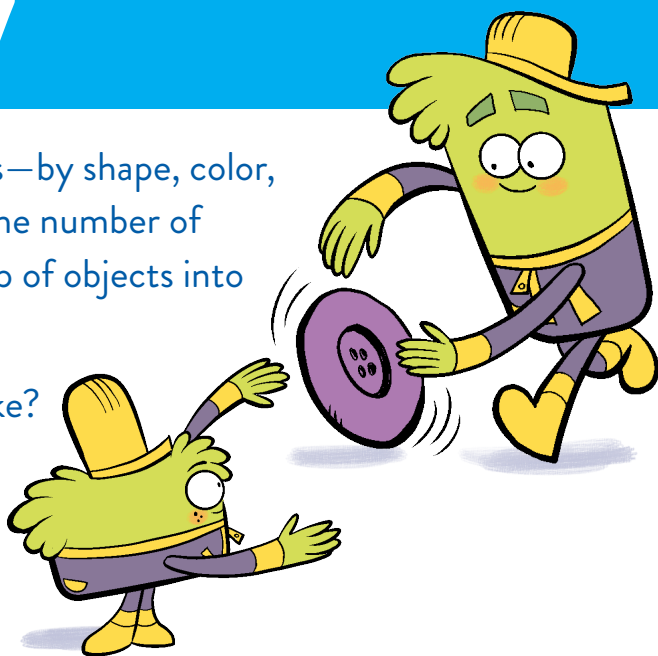
30 pieces of
dried tube pasta

LET'S TINKER!

Put your objects into different groups—by shape, color, size, or whatever you decide. **Count** the number of objects in each group. **Sort** each group of objects into sets of 10.

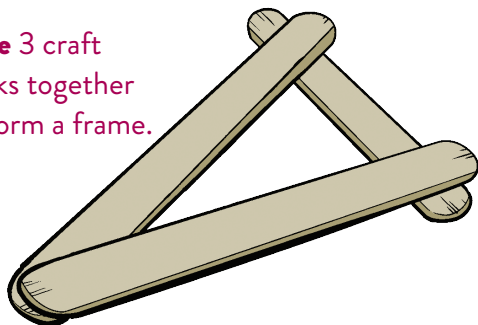
How many groups of ten can you make?
How many objects are left over?

Put all your sets of 10 together.
Do you make it to 100?

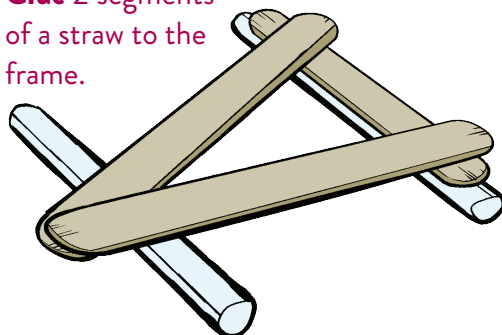


LET'S MAKE: CRAFT STICK RACER!

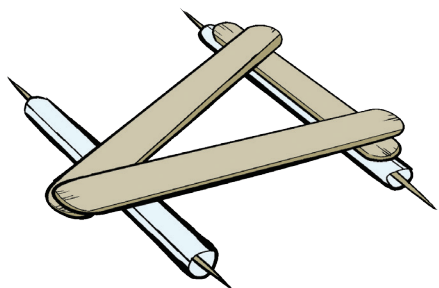
1. **Glue** 3 craft sticks together to form a frame.



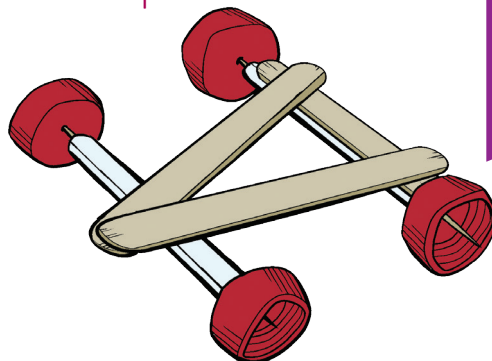
2. **Glue** 2 segments of a straw to the frame.



3. Place a toothpick through each straw. (If necessary, you can tape toothpicks together to make them longer.)



4. With an adult's help, **poke** a hole big enough to insert the toothpicks into the bottle caps.



Test your racer. Can it roll for 10 seconds? 20 seconds? For how many groups of 10 seconds can you get it to roll?

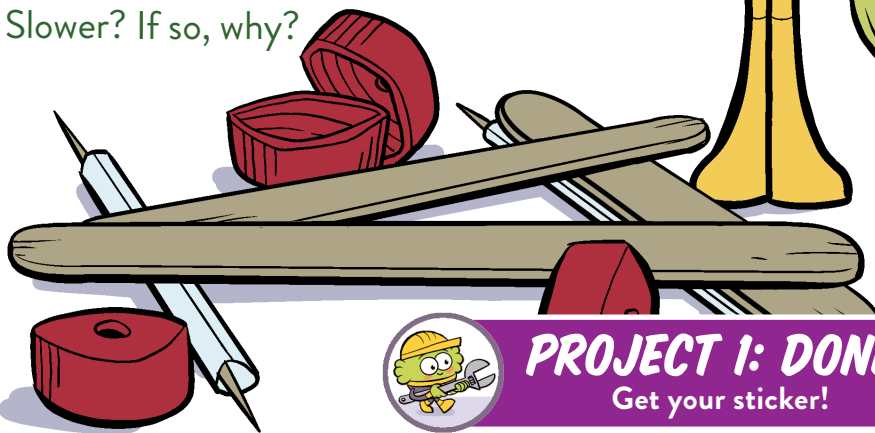
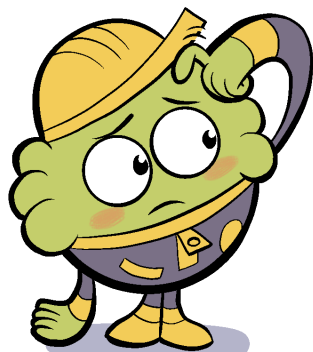
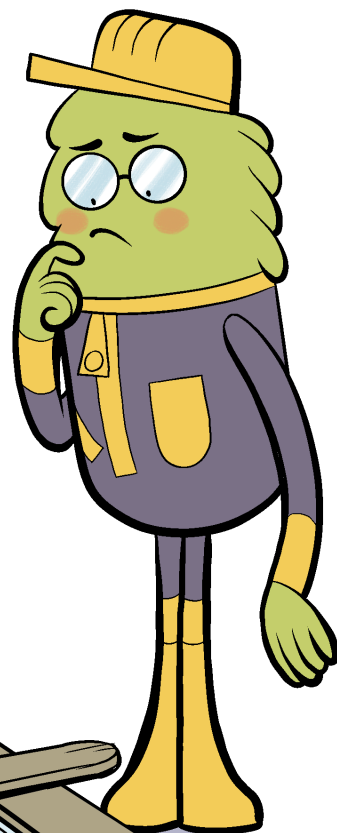
LET'S ENGINEER!

Last year, Enid raced in the MotMot Grand Prix and came in second place. This year, she's determined to win.

How can Enid modify her racer so she can go faster and come in first place?

Set a starting line and a finish line. **Get** your racer from the Let's Make activity and time how long it takes to get from start to finish before making any changes to the racer. Now **look** at your materials and think about how you built your racer—what changes might make a faster racer?

Modify your racer to make it go faster. **Time** your racer again. Was it faster? Slower? If so, why?



PROJECT 1: DONE!
Get your sticker!